IN THE CLAIMS

Please amend claims 29-30 as follows:

1-28.   (Canceled).

29.   (Currently Amended) A computer resource allocating method for a computer system having a plurality of computers interconnected via a network and processing requests from each of a plurality of users, the method comprising:

urging a user to input a service level condition including at least an upper limit number and a lower limit number of the computers to be allocated to the user, [[and]] a throughput ratio of an output transaction to an input transaction, and an average transaction process latency as a threshold level of a load condition of computers allocated to the user;

allocating an initial number of computers to the user and starting processing of requests from the user with the allocated computers;

monitoring said throughput ratio of an output transaction to an input transaction and said average transaction process latency of the computers currently allocated to the user to compare with the threshold level of a load condition; and

if one of a monitored throughput ratio and a monitored average transaction process latency indicates that the computers currently allocated to the user, are overloaded, the number of the computers currently allocated to the user is smaller than the upper limit number, and there is at least one idle computer in the computer system, allocating at least one of said at least one idle computer to the user.

30.   (Currently Amended) The computer resource allocating method according to claim 29, if the numbers of the computers currently allocated to the user is larger than the lower limit number, and one of the monitored throughput ratio and the monitored average transaction process latency indicates that the load condition of the computers currently allocated is under a level at which a reduced number of computers can afford to share a current load, dedicating at least one of the allocated computers to be idle.